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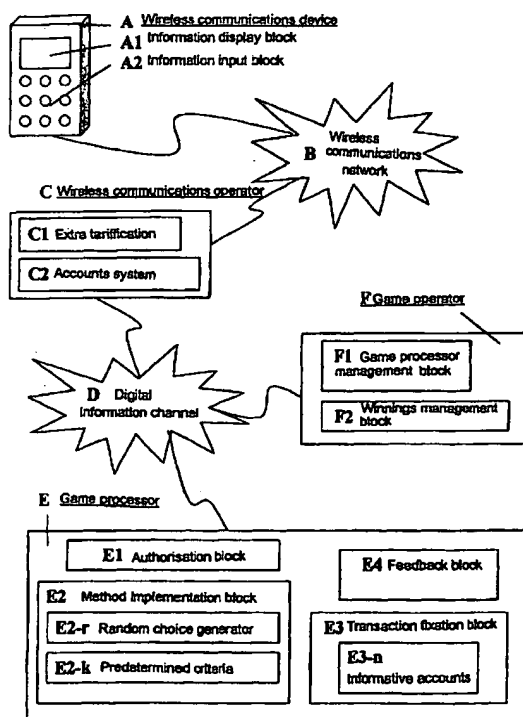
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(54) Title: **WAGERING GAME SYSTEM AND CORRESPONDING METHOD OF PLAYING A WAGERING GAME**



(57) Abstract: The present invention relates to game systems and corresponding methods and in particular to wagering games that can be played using wireless communications devices. The goal of the invention is to make the game system and the corresponding method simpler and more convenient and more objective. The wagering game system includes a wireless communications operator (C), a game processor (E) connected to a method implementation block (E2) that contains a random choice generator (E2-r) and a system of predetermined criteria (E2-k) to determine the game result. To play the game its participants use wireless communications devices (A), but the communications operator (C) makes an extra-tariffication system (C1) and accounts system (C2). The game processor (E) includes also an authorisation block (E1) and a transaction fixation block (E3) that in its turn includes informative accounts (E3-n) of each player. The game processor (E) includes also a feedback block (E4) that is connected to the game operator (F) and a wireless communications device (A). When the player starts the game and transmits a short message, the wireless communications operator (C) assigns an extra tariff to the code, settles accounts, but the game processor (E) authorises the player, fixes, enters and saves the code. The game processor (E) determines the game result by assistance of a random choice generator (E2-r) and/or predetermined criteria (E2-k), informs about it the game operator (F) and the player transmitting voiceless information to the wireless communications device (A). The game operator (F) ensures delivery of winnings.

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WAGERING GAME SYSTEM AND CORRESPONDING METHOD OF PLAYING A WAGERING GAME

The present invention relates to game systems and corresponding methods and in particular to wagering games that can be played using wireless communications devices.

A wireless game system and the corresponding method and related devices are known, e.g., from patent application PCT No. WO 99/42964, SKI⁷ G07F 17/32, A63F 3/08, 1999, that includes the central game unit with a winnings database established according to predetermined criteria. The central game unit is connected to a mobile telephone network with a lot of subscribers. The central game unit carries out games according to predetermined rules and transmits game data to subscribers' mobile telephone devices via short messages. The game system includes a SIM-card that
10 comprises a memory device, programmed elements as well as a processor. This card is used for displaying commands and game results to the subscriber on the screen of his mobile telephone device. This card is used for fixing an amount of a deposit that allows playing wagering games and adding gains. The known game system has limited functional possibilities and it does not assure participants about the objectivity of the
15 chosen game criteria.

A wireless game system and the corresponding method are also known, e.g., from patent application PCT No. WO 01/03786, SKI⁷ A63F 3/06, 2001, (prototype) that includes a game processor connected to a wireless communications operator and a ticket database and it is capable of determining in response to the player's prepaid request for a
20 ticket whether the gaming ticket is a winning ticket, and the player can use a wireless communications device, e.g., a mobile telephone to inform about the chosen ticket and to receive an indication from a processor whether the gaming ticket has been determined to be a winning ticket, moreover, the game processor is connected to the player's account database.

25 The method of the known wireless wagering game system that involves wireless communication devices of the wireless communications network includes a request to send a gaming ticket using a wireless communications device; transmission of the number of the gaming ticket to the wireless communications device; determination of the game

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result stating whether the gaming ticket is a winning ticket on the basis of predetermined rules; and displaying of the game result in a form of indications on a wireless communications device showing whether the gaming ticket is a winning ticket.

5 The goal of the present invention is to make the game system and the corresponding method simpler and more convenient and more objective.

 The goal of the invention is achieved in such way that in the wagering game system, which includes a wireless communications operator and a game processor connected to the block of winnings criteria and which is capable of determining the game
10 result on the basis of winning criteria and the player's information and wireless communication devices allowing the player to transmit an announcement about playing the game and to receive an indication from the game processor about the game result and the player's account system, according to the invention the game processor is supplied with a random choice generator to determine winnings criteria. Besides, the game
15 processor can be supplied with a database of predetermined criteria to determine winnings, but the player's account system can be connected to the wireless communications operator supplied with an extra-tariffication system, moreover, as a wireless communications device can be used a mobile telephone supplied with a voiceless information input block and an information display block. The game processor contains a
20 player's authorisation block for fixing, entering and saving of codes, and a block for fixing transactions of the game processor that in its turn contains an informative account of each player. The game processor contains also a feedback block that is connected to the game operator and a wireless communications device capable of informing the player about the game result and/or transmitting this information to the game operator.

25 The corresponding method of playing a wagering game includes transmission of the player's prepaid announcement about playing the game via the communications operator to the game processor using a wireless communications device and informing about playing the game, determination of the game result on the basis of winnings criteria and transmission of the game result to a wireless communications device, displaying the
30 result on the device and showing whether the player's information corresponds to winnings criteria that according to the invention is characterized in that the players'

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results are determined by winnings criteria generated by the random choice generator. Besides, the game processor is capable of determining the player's result according to predetermined criteria saved in its database. The player can start the game by transmitting an announcement about playing the game in a form of voiceless information
5 to a communications operator via a wireless communications device; moreover, the communications operator assigns an extra tariff on the code of the received information, settles up accounts of the new player and transmits information about him to the game processor, which authorises, fixes, enters and saves it. The game processor informs the game operator and the player about the game result using the processor's feedback
10 block.

The invention is explained in the attached drawings where fig.1 shows the structural scheme of the wagering game system; fig. 2 – succession of steps implementing the method.

According to fig.1 the wagering game system includes wireless communications device
15 A, namely, a mobile telephone supplied with information display block A1 and information input block A2; moreover, the offered game system uses mobile telephones, information display block A1 of which is capable of displaying a short message, e.g., in a form of SMS, EMS, 3G or other voiceless messages. A wireless communications device – telephone A is an electronic device that ensures transmission of information in wireless
20 communications network B between the subscriber and wireless communications operator C. Wireless communications operator C for settling the participation fee accounts is supplied with extra tariffication system C1 and accounts system C2 by means of which the extra tariff payment can be transmitted to game operator F via digital information channel D. The digital information channel may be, e.g., external computer
25 network, extranet network, direct or private computer network, and satellite communications or radio communications network. Game processor E includes authorisation of players, namely, authorisation block E1 identifying the number of the subscriber to wireless communications services and method implementation block E2. Player's authorisation block E1 is provided for fixing, entering and saving of players'
30 authorisation codes. In its turn, method implementation block E2 is provided for

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determination whether the player has won or not. For determining winnings block E2 is supplied with random choice generator E2-r and system E2-k that determines winnings on the basis of predetermined criteria. The game operator includes also block E3 for fixing transactions that is provided for entering of all game processor's transactions on a memory device; moreover, the mentioned block includes informative accounts E3-n for each player. Besides, game processor E includes feedback block E4 provided for informing players about the game results and enabling each player to get to know the state of informative accounts E3-n using voiceless data transmission services of wireless communications operator C, such as short messages SMS. Besides, feedback block E4 is connected to game operator block F containing game processor management block F1 that ensures planning, administration and supervision of game processor's E transactions, and winning management block F2 that ensures conduct of all transactions related to winnings, e.g., purchase, distribution and registration of winnings. Game processor's E feedback block E4 is provided for transmission of information about the game results as well as the state of informative accounts E3-n to game operator's F winning management block F2.

This method using the offered wagering game system is characterised by conducting the following steps. To be able to play any wagering game, the player has to subscribe to wireless communications operator's C services and pay the participation fee via wireless communications device A, e.g., a mobile telephone. The player joins in the game by transmitting beforehand a short message, e.g., a definite code in a form of letters, numbers and symbols using the corresponding voiceless service of wireless communications operator C. Wireless communications operator C receives this information and using the function of extra tariffication block C1 pays the participation fee by crediting money to the player's account if he is an after-payment subscriber or debiting money from the player's account if he is a pre-payment subscriber. Wireless communications operator C transfers to game operator F money collected as extra-tariff that is the participation fee. At the same time information from wireless communications operator C is transmitted via digital information channel D to game processor E. According to the received short message and the identification number of the wireless

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communication services subscriber, game processor's E authorisation block E1 authorises the player. Game processor's E method implementation block E2 makes out whether the player has won on the basis of signal generated at the corresponding moment by random choice generator E2-r. The game result can be also determined on the basis of data entered in predetermined criteria block E2-k or using both methods at the same time according to rules. Game processor's E transaction fixation block E3 saves information about all conducted transactions and sets up a database of informative accounts E3-n for each player where information on the player's activity and results is saved. Game processor's E feedback block E4 informs game operator's F winnings management block F2 about the game result and the state of players' informative accounts E3-n. Game processor's E feedback block E4 informs also the player via wireless communications network B about the game result and possibilities to get winnings by displaying information on block A1 of wireless communications device A. In case of winnings the player gets his winnings through the game operator's F winnings management block F2.

In the offered system the wagering game may be a lottery game, e.g., an instant lottery, when the player pays for the lottery ticket or plays the game based on the method of automatic game machine or any gambling paying this game's stake.

The advantage of the offered wagering game system and corresponding method is the possibility to play easily and comfortably the mentioned wagering games – an instant lottery, other lotteries and games irrespective of the player's location provided that it is possible to use such a wireless communications device as a mobile telephone. Using voiceless data transmission communications without dialing and calling data starts the game. Besides, the offered system ensures a simple accounting system for the player does not have to open his own account but a wireless communications operator collects the participation fee as an extra-tariff. In its turn, the participation fee that forms the winning fund is transferred to the game operator who may offer the most different prizes dependent on the rules.

The offered wagering game system and the corresponding method are to be practically implemented using voiceless communications devices and equipment.

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CLAIMS

1. A wagering game system, which includes a wireless communications operator and a
5 game processor connected to the winnings criteria block and that in response to a
player's prepaid announcement about playing the game is capable of determining the
game result on the basis of winnings criteria, a wireless communications device allowing
the player transmitting an announcement about playing the game and receiving from the
game processor an information about the game result, and the player's account
10 system, is characterised in that the game processor is supplied with a
random choice generator to determine winnings criteria.

2. The wagering game system according to claim 1, characterised in that
the game processor is supplied in addition with a database of predetermined criteria to
determine winnings.

15 3. The wagering game system according to claim 1 or claim 2, characterised
in that the player's accounts system is connected to the wireless communications
operator supplied with an extra-tariffication system.

4. The wagering game system according to any of the preceding claims,
characterised in that a mobile telephone is used as a wireless communications
20 device and it is supplied with an information input block and an information display
block.

5. The wagering game system according to any of the preceding claims,
characterised in that the game processor contains the player's authorisation
block for fixing, entering and saving of authorisation codes and the block for fixing
25 transactions conducted by the processor, which in its turn contains an informative
account of each player.

6. The wagering game system according to any of the preceding claims,
characterised in that the game processor contains the feedback block that is
connected to a game operator and wireless communications devices capable of informing
30 the player about the result and/or transmitting this information to the game operator.

7. The method of playing a wagering game using the system according to any of the

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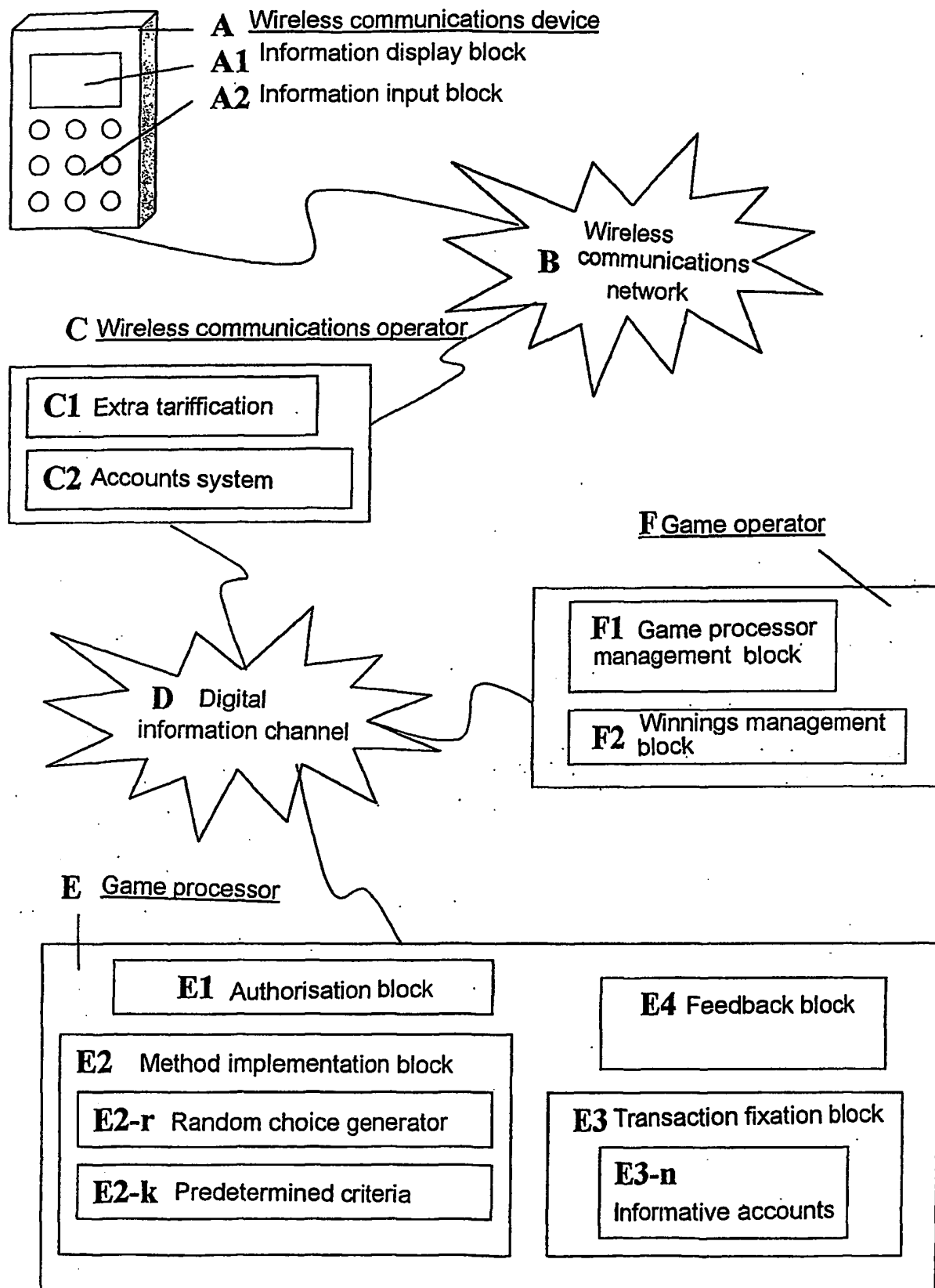
preceding claims that includes transmission of the player's prepaid announcement about playing the game to the game processor by assistance of a wireless communications operator using a wireless communications device and providing information about playing the game, determination of the game result on the basis of winnings criteria and transmission of them to a wireless communications device displaying the game result on the device and showing whether the player's information corresponds to the winnings criteria, is characterised in that the game processor determines the game result according to winnings criteria generated by the random choice generator.

8. The method of playing a wagering game according to claim 7, characterised in that the game processor determines the game result in addition according to predetermined criteria saved in its database.

9. The method of playing a wagering game according to claims 7 and 8, characterised in that the player starts the game by transmitting an announcement about playing the game as voiceless information to the wireless communications operator via wireless communications device.

10. The method of playing a wagering game according to any of claims 7 to 9, characterised in that the wireless communications operator assigns an extra tariff to the information code, settles accounts for playing the game and transmits information about the player to the game processor that authorises, fixes, enters and saves it.

11. The method of playing a wagering game according to any of claims 7 to 10, characterised in that the game processor informs the game operator and the player about the game result using the processor's feedback block.

*Fig. 1*

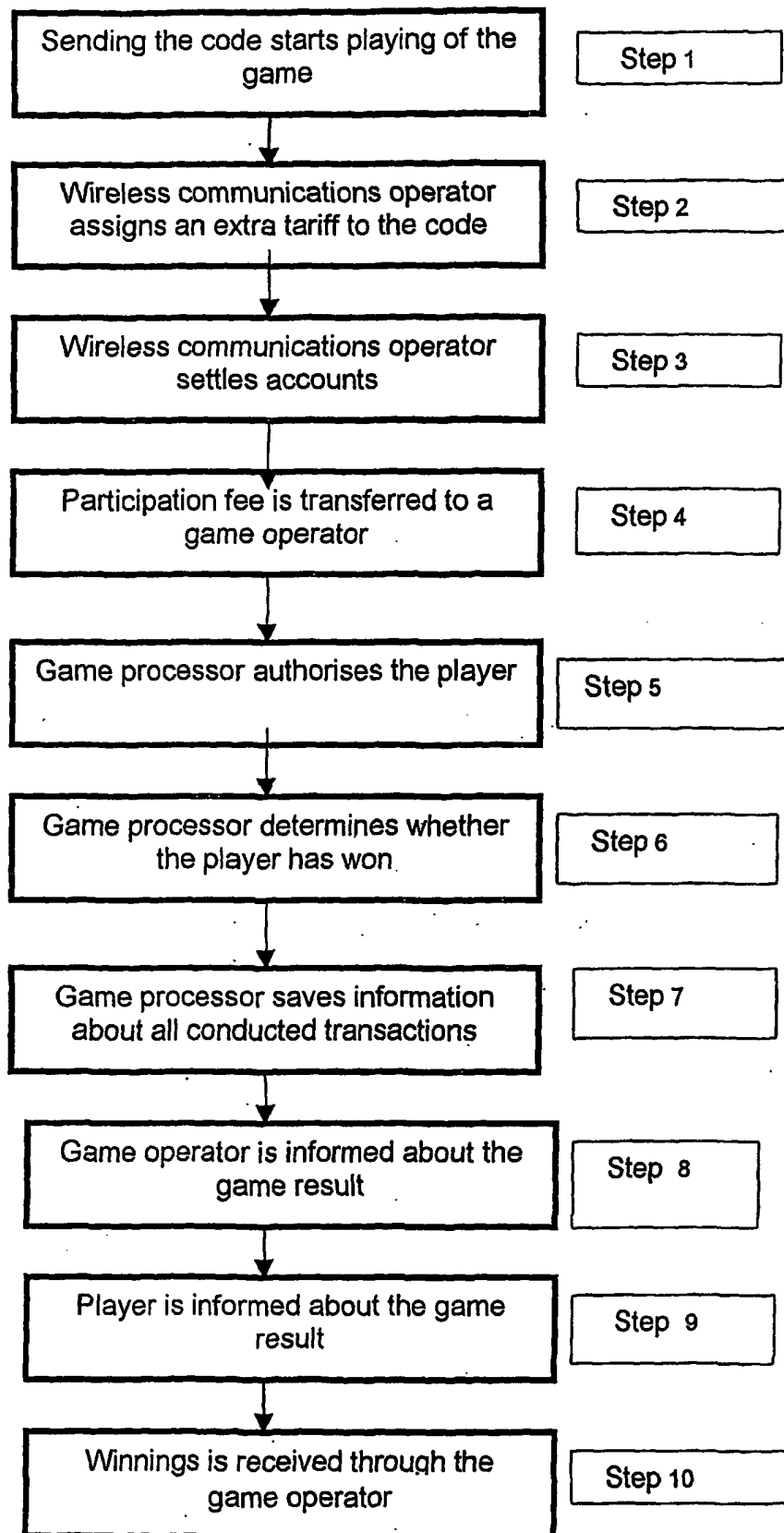


Fig. 2